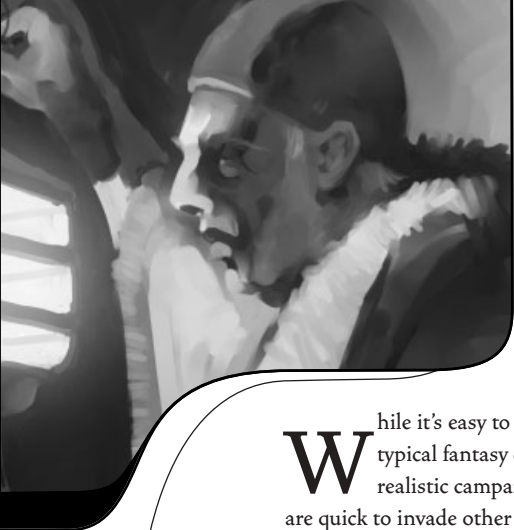


Angels in Other Genres

By Sean K Reynolds

A free rules supplement for *Anger of Angels*



While it's easy to imagine angels taking a role in a typical fantasy campaign, or even a modern-day realistic campaign, the forces of Heaven and Hell are quick to invade other genres as well, though sometimes their actions are more subtle. While Chapter Three: The Campaign of *Anger of Angels* touches on possible uses for angels in a modern campaign, sometimes a few rules suggestions can really cement an idea or inspire a memorable campaign. With that in mind, here are a few well-known campaign themes, guidelines for angelic roles in them, and sample game rules for each.

Most of the rules information in this web enhancement consists of new dominion feats appropriate to the setting in question. As dominion feats have “bound angel” as a prerequisite, the question of divinity in the setting needs to be understood. In most cases it can be hand-waved as “god(s) rarely intervene in worldly affairs, leaving such things up to the angels.” This allows the presence of angels (who, presumably, would all be bound angels unless they were outcasts or worse) but doesn't leave players wondering why no equivalent to the cleric class is available.

Keep in mind that for most settings with only a minimum of “fantasy” qualities, angels such as cherubim, kalkydrim, memunim, ophanim, and seraphim will require humanlike vessels to avoid causing panic among normal folk. Even humanlike angels such as dynamis (who glow when using their powers), hashmalim (whose voices shake the foundations of the earth), malakim (with their immaterial wings), should consider using vessels to blend in better. Only grigori, parasim, and principalities can pass for human in their physical forms, and even they would have some explaining to do if someone saw a slain angel's body decay into its representative token. In a campaign where the existence of angels remains secret, a vessel is an angel's best tool.

MODERN ANGELS: GRIGORI AND OTHER KINDS

In a modern campaign, grigori (illustrated above) make excellent choices for angelic characters, even when supernatural elements are minimal. Designed by Heaven to blend in with humanity, even outcast or rebellious grigori can walk among mortals without raising suspicion. Geared toward

knowledge and not direct combat, grigori player characters (PCs) make excellent experts, fast heroes, rogues, or smart heroes. Their ECL is low (2 HD + 3 LA = 5), and while this means their hit points will be lower than other members of a party, their damage reduction, natural armor, and resistances make up for that. Their spell-like abilities are subtle and not likely to draw attention. It is quite possible for a careful grigori PC to hang out with other mortal adventurers for years without revealing that he's anything more than he appears. Some grigori have taken their ability to pretend to be mortal to a new level and have even taught it to other angels.

APPARENT HUMANITY (GENERAL)

You can completely conceal your supernatural nature on an indefinite basis.

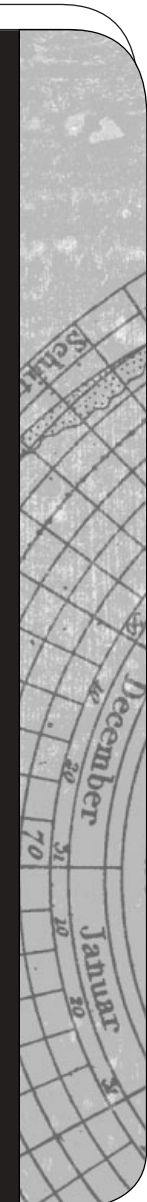
Prerequisites: Angel, Concentration 5 ranks, Iron Will

Benefit: When this feat remains in effect, all divinatory spells and effects (whether magical, psionic, technological, or from some other source) that would normally identify you as an angel instead identify you as human. For example, a spell that detects outsiders would not reveal your presence, and a *detect good* spell would react as if you were a mortal rather than an outsider.

You can activate or deactivate this feat once per round; doing so is not an action. With it in effect, you lose your natural armor, damage reduction, Heavenborn traits, resistances, immunities, spell-like abilities, and supernatural abilities. You are treated as a humanoid (human, native) rather than an extraplanar outsider with an alignment subtype. You keep your outsider Hit Dice (and all features associated with them, such as hit points, skill points, and feats), racial skill bonuses, ability score modifiers, level adjustment, automatic languages, favored class, and extraordinary abilities.

This feat does not prevent you from revealing (intentionally or inadvertently) your angelic nature. For example, if you said, “I am an angel,” listeners would hear that, as would a video camera in the vicinity. A *detect thoughts* spell still allows the caster to read your thoughts, even if they involve the supernatural, trips to Heaven, and so on (though the caster might think you're insane rather than an angel).

This feat does not change your physical form except to remove obvious supernatural effects. For example, a malakite's intangible wings disappear while this feat is



used, but a seraph still looks like a winged serpent and an ophanim is a fire hazard. Angels with unusual appearances should use the Humaniform feat or a vessel to assume a completely mortal form before activating this feat, else it is a very poor disguise.

Special: In a campaign where humans aren't the only mortals, this feat can apply to any mortal race. In such campaigns, the feat can be taken multiple times. Each feat allows you to detect as a different race. You can only detect as one race at a time (your choice). Theoretically fiends could use this feat as well, suppressing any demonic or diabolical abilities they had for the duration.

RENEGADE CLONES

Human cloning is a controversial topic in the news. In a campaign where human cloning is commonplace and clones rebel against their second-class status, angels can play a part. After all, the struggle the clones have with the question of free will parallels that of the angels: As fully crafted beings, can you ever be sure your thoughts and actions are your own instead of what you have been programmed to think and do? Angels may choose either side of the issue of cloning, with some supporting the rights and desires of the clones as beings with souls and others considering them abominations before god and affronts to the human and angelic forms. Perhaps the first group sees clones as the salvation of an endangered humanity, while the second sees them as creations of Hell-inspired technology. To reflect both sides of this conflict, here are two feats.

ANGEL OF CLONING

(DOMINION, ITEM CREATION)

You can imbue inert organic matter with a soul, creating a living creature.

Prerequisites: Bound angel, 7 HD, Knowledge (earth and life sciences) 5 ranks

Benefit: You use your supernatural affinity for life and science to create living creatures out of simple tissue. Using this feat requires a science lab or a reasonable equivalent (a refrigerator, stove, microscope, and medicine cabinet will do in desperate circumstances) and living cells of the type of creature you wish to create. You may create one clone per day, which takes 8 hours. If interrupted, the cloning fails. It is not a physical copy of the creature that supplied its base tissue; you decide on the clone's general features (such as hair color, eye color, face shape, and so on). Using inferior tools or tissue costs one or two temporary negative levels in addition to all other costs for creating the clone. Creating a clone costs you 100 XP.

The clone is either statistically average (all 10s for ability scores unless the creature is an animal, in which case it has the Intelligence of an animal of its type) or uses the sub-elite

array of ability scores (with the same limitation for animals, which counts as using the 10 ability score for Intelligence). By spending an additional 8 hours (and at the cost of one temporary negative level) you can add a total of +2 to the newly-created clone's ability scores (animals are still bound by the Intelligence 2 maximum); you can do this up to three times (for a total of +6 and three temporary negative levels). Once this is finished, the clone is fully grown and ready for implantation or training.

A cloned creature has no memories but has the natural instincts of a creature of its type. It has no inherent loyalty to you, and you have no supernatural means of control over it. Once it is finished growing (but before eight hours have passed since this completion), you can spend an additional eight hours (and at the cost of one temporary negative level) implanting base memories or training into the clone. For an animal this could consist of recognizing you as its trainer, understanding a few basic verbal or somatic commands ("fetch," "heel," "attack," etc.), and whether or not it's allowed on the furniture. For a human or other sentient creatures these implants could be knowledge of any language you know, basic memories (where it went to school, family members, and so on), and what character class it takes (you can only implant knowledge of classes you actually have levels in, or the commoner, expert, warrior, smart hero, or tough hero class). You cannot choose its feats or skills, though your choice of implanted memories have an influence on the clone's choices.

A clone of a human or similar creature is a 1st-level character of the character class you implanted (or a commoner or tough hero if you did not implant a character class).

Example: Turkeliel, an Angel of Cloning with levels in the charismatic hero class, decides to make a clone. He spends eight hours in his lab growing her from stem cells. He wants her to be physically attractive and particularly resilient, so he spends an additional 16 hours manipulating the growing tissue, giving her a +2 bonus to Constitution and +2 bonus to Charisma; this costs him two temporary negative levels. He gives her the sub-elite array of ability scores (with her Constitution and Charisma modified by +2 each) and assigns them as he wants. Once she is grown, he spends eight hours implanting her with the knowledge of English and French (languages he knows), gives her the name Shawna, the general memories of a young human woman he knew a decade ago, awareness of him as her uncle, and the charismatic hero character class; this costs him another temporary negative level. When she awakens, Shawna is a 1st-level charismatic hero with the sub-elite array of ability scores (with +2 to Constitution and Charisma) and her own choice of feats and skills. Turkeliel has spent 100 XP and bears three temporary negative levels for his work.

Extra Use: Unlike most forms of item creation, you may work on multiple clones at once. Each clone you craft simul-



taneously beyond the first costs— one temporary negative level, plus any other costs associated with the cloning (for example, if Turkeliel started working on a second clone while growing or implanting Shawna, he would gain one temporary negative level in addition to any other negative level costs from Shawna or the second clone).

ANGEL OF HUMAN PURITY

(DOMINION)

Sworn to destroy renegade clones and protect humanity from their taint, you can recognize clones as clones, use your knowledge of their anatomy against them, and smite them with supernatural fury.

Prerequisites: Bound angel, 6 HD, Lawful alignment, Alertness

Benefit: By observing a creature for 3 rounds (which can include combat with that creature), you automatically recognize a cloned creature for what it is.

When fighting a clone, your attacks are treated as if you had the Improved Critical feat for the weapon you are using. This does not stack with the Improved Critical feat.

Once per day you may *smite clone* in the manner of a paladin using smite evil (add your Charisma bonus to the attack roll and your total HD to the damage). The smite has no effect if you use it against a creature that is not a clone.

Extra Use: *Smite clone*, one temporary negative level

NUCLEAR

MUTANTS

After a nuclear war, humans struggled to survive, while the quiet heat of radiation caused them to change and give birth to mutants. In this kind of post-apocalyptic campaign, angels might be the protectors of humanity or (in a more vengeful turn) see humans as a failed experiment of the gods and instead choose to support the mutants (or robot intelligences, or mutated anthropomorphic animals, or...). Angels in this campaign may actually be superior mutants, gifted with magic-appearing psionic powers and guided by a powerful superintelligence rather than taking orders from a supernatural source.

In a campaign where radiation is as prevalent as fire, angels should be immune to the harmful effects of radiation (add “radiation immunity” to the list of Heavenborn traits). The Angel of Mutation dominion feat is for angels who help mutants or for those who fight them. (The feat assumes a game mechanic where mutations work somewhat similar to “feat chains” in that there are lesser and greater versions of each. For example, a Mutant Strength feat might add +2 to Strength, and Improved Mutant Strength increases that by +2 more. Likewise, detrimental mutations would have lesser

and greater forms. For example, the Fire Vulnerability feat might increase fire damage by +50%, and Extreme Fire Vulnerability increased fire damage to a total of +100%. Mutation game mechanics using a different system will require you to tweak the Angel of Mutation feat.)

Credits and Legal

Design by Sean K Reynolds

Illustrations by David Hendee

Editing and Production by Sue Weinlein Cook

Graphic Design by Peter Whitley



For more free game material, check out "The Stuff" at Monte Cook's Website: www.montecook.com

©2003 Sean K Reynolds. All rights reserved. "Angels in Other Genres," a web enhancement for Anger of Angels, is produced under version 1.0a, 4.0, and draft versions of the Open Game License and the System Reference Document by permission of Wizards of the Coast. Subsequent versions will incorporate final versions of the license, guide, and document.

Malhavoc is a registered trademark owned by Monte J. Cook. The Sword & Sorcery logo is a trademark of White Wolf Publishing.

The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all Malhavoc Press logos and identifying marks and trade dress, such as all Malhavoc Press product and product line names including but not limited to Anger of Angels; organizations; names of places, characters, monsters, and magic items; and any and all stories, storylines, histories, plots, thematic elements, and dialogue; and all artwork, symbols, designs, depictions, illustrations, maps, and cartography, likenesses, poses, logos, or graphic designs. The above Product Identity is not Open Game Content.

Subject to the Product Identity designation above, the entirety of "Angels in Other Genres" is designated as Open Game Content.

Some portions of this article which are Open Game Content originate from the System Reference Document and are ©1999, 2000, and 2001 Wizards of the Coast, Inc. The remainder of these Open Game Content portions of this book are hereby added to Open Game Content and if so used, should bear the COPYRIGHT NOTICE "Angels in Other Genres ©2003 Sean K Reynolds."

This material is protected under the copyright laws of the United States of America. Any reproduction, retransmission, or unauthorized use of the artwork or non-Open Game Content herein is prohibited without express written permission from Monte Cook, except for purposes of review or use of Open Game Content consistent with the Open Game License.

This material is protected under the copyright laws of the United States of America. This material is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

ANGEL OF MUTATION (DOMINION)

You embody the changes caused by radiation, and can control the effects of mutation on others.

Prerequisites: Bound angel, 5 HD, Iron Will

Benefit: Once per day you can increase or decrease the effects of a single mutation (harmful or beneficial) in another creature as a standard action. Increasing the effect gives the character the next (greater) feat in the mutation feat chain for 10 minutes; if there is no greater feat in the chain, this has no effect. Decreasing the effect negates the effect of the greatest feat the character has in that chain for 10 minutes; if the character has only the weakest version of that mutation, all effects and abilities stemming from that mutation are negated for this duration.

Alternately, you may emulate the effects of the first feat in any mutation feat chain as if you had that mutation. This lasts for 10 minutes.

Extra Use: Increase/decrease mutation or emulate mutation, one temporary negative level.

VAMPIRES VS. ANGELS

In a campaign where vampires secretly prowl the night in an otherwise normal modern campaign, a handful of angels and their mortal friends can make the difference between rule by the undead and survival of humanity.

On a side note, I always wanted to run a campaign where the PCs were vampires and enjoyed lording their power over humans and beating them down whenever they wanted. Then one day I'd put them up against angels disguised as mortals and show them what real power was....

BASTION OF THE HOLY (GENERAL)

Your physical form is particularly harmful to vampires.

Prerequisites: Angel, Great Fortitude, Iron Will

Benefit: Your natural attacks are treated as silver and magic for the purpose of bypassing a vampire's damage reduction.

You are immune to the blood drain attack of vampires. A vampire that tries to drain your blood instead takes damage as if splashed by holy water (2d4).

You are immune to the energy drain attack of vampires. A vampire's attack that would inflict a negative level does not do so, and the vampire does not gain temporary hit points from the attempt.

Just as your body counts as a divine focus for the purpose of spellcasting, your body counts as a holy symbol for the purpose of keeping a vampire at bay. You must use a standard action to do so, just as if using an actual holy symbol.

All of these abilities function against vampire spawn as well as actual vampires. They apply in any form you use, including vessels.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc., and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes, and graphic, photographic, and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses, and special abilities; places, locations, environments, creatures, equipment, magical, or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use," "Used," or "Using" means to use, Distribute, copy, edit, format, modify, translate, and otherwise create Derivative Material of Open Game Content; (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify, and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You **MUST** include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000–2003, Wizards of the Coast, Inc.
d20 System Reference Document Copyright 2000–2003, Wizards of the Coast, Inc.; authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, and Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Angels in Other Genres Copyright 2003

Sean K Reynolds. All rights reserved.

Anger of Angels Copyright 2003

Sean K Reynolds. All rights reserved.